

**AMENDMENTS TO THE CLAIMS:**

This listing of the claims will replace all prior versions, and listings, of the claims in this application.

**Listing of Claims:**

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1. (Currently Amended) A system for entity programming, comprising:  
an entity player for invoking an entity, wherein the entity includes a plurality of methods;  
an entity editor ~~connected~~ coupled to the entity player for invoking the entity player, said entity editor operable to open the entity to at least one of determine and revise capabilities of the entity;  
and  
at least one control device ~~connected~~ coupled to the entity player, wherein the entity player invokes the entity methods in accordance with the control device.

94 2. (Currently Amended) A method for entity programming, comprising:  
selecting an entity wherein the entity includes a plurality of commands that are associated with the entity; and  
selecting at least one entity command, where selecting the entity commands is performed through the use of an entity editor operable to open the entity to at least one of determine and revise capabilities of the entity.

3. Cancelled

4. (Original) A method for entity programming, comprising:  
downloading an entity, wherein the entity is associated with a plurality of commands;  
opening the entity in an entity editor to determine the plurality of commands associated with the entity;  
selecting at least one command; and  
constructing a message from the selected command.

5. (Original) A method for entity messaging, comprising:  
downloading an entity, wherein the entity is associated with a plurality of commands;  
opening the entity in an entity editor to determine the plurality of commands associated with the entity,  
selecting at least one command;  
constructing a message from the selected command; and  
sending the message.

94 6. (New) An editor for a multi-component logical entity storable in a memory medium comprising an interface to an entity player for at least invoking the entity player and an interface to said memory medium wherein at least one multi-component logical entity is stored, where the multi-component logical entity comprises a body component and a methods component that comprises at least one entity method, where said multi-component logical entity is responsive to said entity player to be invoked by the entity player, and where said entity editor is operable to open the multi-component logical entity to at least one of determine and revise capabilities of the multi-component logical entity.

7. (New) An editor as in claim 6, where said multi-component logical entity further comprises a media pool component.

8. (New) An editor as in claim 6, where said multi-component logical entity further comprises a brain component.

9. (New) An editor as in claim 6, where said multi-component logical entity further comprises a bookmarks component comprising at least one URI.

10. (New) An editor as in claim 6, where said editor is embodied within a wireless communications terminal.

11. (New) An editor as in claim 10, where a user of the wireless communications terminal

interacts with said editor using an interface of the terminal.

12. (New) An editor as in claim 10, where said entity is received into the wireless communications terminal from a wireless communications channel as part of a message.

13. (New) An editor as in claim 10, where said entity is transmitted from the wireless communications terminal to a wireless communications channel as part of a message.

94 14. (New) A computer program embodied on a computer readable medium and comprising program instructions for directing a data processor to implement an editor for a multi-component logical entity that is storable in a memory medium, the entity editor comprising an interface to an entity player for at least invoking the entity player and an interface to said memory medium wherein at least one multi-component logical entity is stored, where the multi-component logical entity comprises a body component and a methods component that comprises at least one entity method, where said multi-component logical entity is responsive to said entity player to be invoked by the entity player, and where said entity editor is operable to open the multi-component logical entity to at least one of determine and revise capabilities of the multi-component logical entity, where the entity editor invokes the entity player to preview operation of the multi-component logical entity prior to at least one of storing the multi-component logical entity in the memory medium and sending the multi-component logical entity to a receiver.

15. (New) A computer program as in claim 14, where said multi-component logical entity further comprises a media pool component.

16. (New) A computer program as in claim 14, where said multi-component logical entity further comprises a brain component.

17. (New) A computer program as in claim 14, where said multi-component logical entity further comprises a bookmarks component comprising at least one URI.

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18. (New) A computer program as in claim 14, where said computer program is embodied within a wireless communications terminal.

19. (New) A computer program as in claim 18, where a user of the wireless communications terminal interacts with said editor using an interface of the terminal.

20. (New) A computer program as in claim 18, where said entity is received into the wireless communications terminal from a wireless communications channel as part of a message.

21. (New) A computer program as in claim 18, where said entity is transmitted from the wireless communications terminal to a wireless communications channel as part of a message.

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